

Moment of Truth

You're an athlete at the 1988 Winter Games at Calgary, Alberta, Canada. You're about to move across snow and ice with as much speed, strength, endurance and grace as you can muster in the blustery cold. This is the winter portion of the world's foremost amateur sports competition. You'll match your skills against the top athletes from a hundred countries.

Objectives

WINTER GAMES challenges your competitive skills with a series of athletic contests for 1 to 4 players. You can compete in seven challenging winter events – Ski Jump, Bobsled, Figure Skating, Freestyle Skating, Hot Dog Aerials, Speed Skating and Biathlon (cross-country skiing and rifle shooting). Practice each event first to hone your skills.

WINTER GAMES provides judges, keeps scores, and awards medals to the winners – the Gold for first, the Silver for second, and the Bronze for third place. If you break a “World Record”, WINTER GAMES will save your name and display it on a special World Record screen.

Get ready to give it your best – and remember the motto of the ancient Greek athletes:

Citius – Altius – Fortius
“Faster – Higher – Stronger”

Getting Started

WINTER GAMES comes on two cassette tapes with two events on each of the sides except for side four which only contains one event.

The four sides contain:

1. Bobsleigh and Hotdog.
2. Speed Skating and Ski-jump.
3. Figure Skating and Free Skating.
4. Biathlon.

Loading

LOADING INSTRUCTIONS (Cassette)
All sides load individually of each other. Place the desired cassette into the tape recorder and press CTRL and (ENTER).

LOADING INSTRUCTIONS (Disk)

- Set up your Amstrad as shown in the owners manual.
- Plug your joystick(s) into the joystick port if desired.
- Insert the WINTER GAMES disk into the drive with Side 1 label facing up.
- Type RUN “WGAMES” and press (ENTER).

Starting Play

OPENING CEREMONIES (Disk version only)
A spectacular opening ceremony welcomes you to WINTER GAMES. An athlete bearing the flaming torch mounts the steps to light the sacred fire that burns night and day throughout the WINTER GAMES. White doves are released over the stadium, to symbolize peace on Earth. Let the games begin! Press the Space Bar to continue.

How to Play
Once the opening ceremony concludes, a menu screen offers you a choice of six options. To make a selection, press the space bar to run down the menu and then press (ENTER), or simply press the number on the keyboard corresponding with your choice.

OPTION 1: COMPETE IN ALL EVENTS.
Compete in all seven events (disk), Bobsleigh, Biathlon, Speed Skating, Ski-jump, Figure Skating, Hotdog and Free Skating. The computer keeps a running tally of medals awarded to each player.

- To enter your name, type your name on the keyboard and press (ENTER).
- Repeat entering names for each additional player (up to 4).

OPTION 2: COMPETE IN ONE EVENT.
Similar to option 1, but you only compete in the event you select.

- To choose which event you wish to compete in, press the space bar until your event is highlighted and then press (ENTER).

OPTION 3: PRACTICE ONE EVENT
No scores or records are kept during practice rounds.

- To choose which event you wish to practice in, press the space bar until your event is highlighted and then press (ENTER).

OPTION 4: SELECT NUMBER OF PLAYERS (X)
To select a number of players, press the space bar to option 4 and press (ENTER). This will increment the number of players and display it in brackets at the far right of option four. If the number four is in the brackets and this option is chosen, the number of players will go back to one.

OPTION 5: CHANGE GAME CONTROLS
Select this option if you do not wish to play with the joystick. You will be prompted to enter the keys you wish to use for LEFT, RIGHT, DOWN, UP and FIRE.

If more than one player is competing in Winter Games you will be asked to define a second set of keys. Players 1 and 3 will use the keys selected for Player 1, and Players 2 and 4 will use the keys selected for Player 2.

Initially the controls are set for joystick, if you should select the Keyboard Control and then decide to use a joystick simply select Option 5 and push the joystick, LEFT, RIGHT etc. In response to the prompts.

IMPORTANT
If there is more than one competitor it is important to select different controls for each player since problems will arise if the same controls are used for the speed skating where players can compete against each other.

OPTION 6: SEE WORLD RECORDS
This displays the highest score recorded in all events, with the name of the player who achieved each world record.

OPTION 7: SEE OPENING CEREMONIES. (Disk only)
Repeats the opening ceremonies.

THE GAMES

Figure Skating

Figure Skating (Short Program) is a one-minute, timed exercise of seven compulsory movements: **Camel Spin, Sit Spin, Double Axel Jump, Triple Axel Jump, Double Lutz Jump, Triple Lutz Jump, and Camel into Sit Spin.** You can perform the seven movements in any order you choose. It's the grace and form of your skating that count!

- Press the **FIRE** button to start **Figure Skating**.
 - To begin a movement, point the joystick in the direction of the movement you want to make and press the **FIRE** button.
 - To COMPLETE a movement, centre the joystick and press the **FIRE** button.
 - To SKATE BACKWARDS, centre the joystick and press the **FIRE** button.
- These are the key Figure Skating movements, in their relative joystick position:

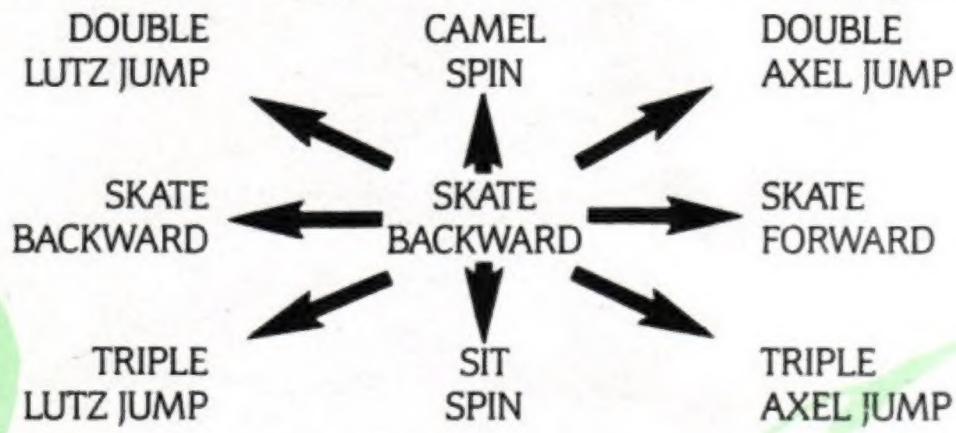


FIGURE SKATING TIPS.
AWKWARD. A movement will be judged as elegant or awkward, depending on when you press the **FIRE** button. If you're **skating forward** and “trigger” a jump when the skater's legs are in **open stride**, the jump will be perfect. If the skater's legs are **closed**, the jump will be awkward. The opposite is true if you're skating **backwards**: trigger the jump when the skater's legs are **closed** and the jump will be perfect. Practice makes perfect, so keep trying!

FORWARD SKATING performers can do a **Double** or **Triple Axel Jump** or turn around and begin skating backwards. Remember: Be skating forwards when time runs out – if you're skating backwards you'll fall down.

BACKWARD SKATING athletes can do a **Double** or **Triple Lutz Jump**, and **Camel** or **Sit Spin**, or turn around and begin skating forward.

When you do **SPINS**, try to make six rotations. If you turn fewer than six times, your exit will be awkward: more than six turns will make you dizzy and you'll fall.

DON'T FALL DOWN!
You'll fall down if you try to move directly from a jump to a spin, a spin to a jump, a jump to another jump, or a Sit Spin to another Camel Spin. Skate backwards in between movements; skate forwards before you do an Axel Jump.

CAMEL INTO SIT SPIN: You can move directly from a Camel Spin to a Sit Spin – a very elegant combination worth 1.2 points!

FIGURE SKATING SCORES
You begin with a score of 0.0. The best score is **6 points**. All scores are displayed in tenths. And don't worry – your score can't go below 0.

After you successfully complete each Figure Skating movement, your score is added like this:

MOVEMENT	POINTS	
Camel Spin	.7	
Sit Spin	.7	
Double Axel Jump	.6	● Total Score Penalties
Triple Axel Jump	1.1	.7 Point penalty for each fall.
Double Lutz	.6	.2 Point penalty for each awkward movement.
Triple Lutz	1.1	
Camel into Sit Spin	1.2	
TOTAL SCORE	6.0	

CREDITS: Only the first attempt at each movement completed within the one minute is scored.



Free Skating

In **Free Skating** competition you choose the jumps and spins, inventing your own choreography to music. You have two minutes to complete the program.

FREE SKATING SCORES
In Free Skating, you try to make **three** successful attempts of the **seven** figure skating movements: Camel Spin, Sit Spin, Double and Triple Axel, Double and Triple Lutz and Camel into Sit Spin. The judges will watch you closely in this event and calculate your **maximum score** based upon the number of falls and awkward movements in your routine. A smart performer will complete three attempts of as many difficult movements as possible within the two minute time limit, to get the highest possible score. You begin with 0 points. The maximum score (ceiling) you can get is 6.0 – no matter how high your total score.

Note: If you successfully complete a fourth attempt at a movement the judges will not credit your score.

MOVEMENT		POINTS	● Total and Maximum Score Penalties		
		EACH ATTEMPT	PENALTY	TOTAL	MAXIMUM
Camel spin		.3			
Sit Spin		.3			
(1.8 points maximum)			Fall	-.5	-.2
			Awkward	-.2	-.05
Camel into Sit Spin		.5	Note: No penalty for failing to attempt all seven movements.		
(1.5 points maximum)			EXAMPLE:		
Double Lutz Jump		.2	Your total Score:	6.9	Maximum: 6.0
Double Axel Jump		.2	1 Fall	-.5	-.2
(1.2 points maximum)			2 Awkward	-.4	-.1
Triple Axel Jump		.4			
Triple Lutz Jump		.4			
(2.4 points maximum)				Your Final	
Total	6.9		Total	6.0	Score 5.7
(6.0 Maximum Ceiling)					

CREDITS: Only the movements completed within the two minutes are scored. Movement attempts will be added to your score only if they're successfully completed.



Speed Skating

Speed Skaters can move 30 miles per hour – much faster than athletic track runners. In fact, Speed Skating champions are the fastest self-propelled human beings over level earth!

In Speed Skating, two racers skate side-by-side, in separate lanes, as fast as they can go!

- When “**PRESS YOUR BUTTON**” appears on either half of the screen, the players whose name appears on that half of the screen must press the joystick **FIRE** button. The next player does the same. This begins the countdown.
- When the countdown reaches “**GO**”, begin skating by moving the joystick to the **LEFT** and **RIGHT** to move your skater's legs. The trick is to make the skater's legs move back and forth as in real skating.
- Continue skating by moving the joystick back and forth in rhythmic strokes to move your racer's legs. Build your natural skating rhythm faster to get up to speed – and GO FOR IT!



Hot Dog Aerials

This demonstration sport tests your guts, grace and precision on skis. Strive for a performance of athletic artistry as you flip through the air in a dazzling series of daredevil moves.

- Push the **FIRE** button to start a jump.
 - Push the joystick in one of these six directions to begin a movement:
- Daffy Back Scratch
- Back Flip Land Forward Flip
- Mule Kick Swan

- To do one movement after another, move the joystick when the Hot Dog skier is in mid-air – timing is crucial.
- To get out of a move or begin another move push the joystick to the centre (**LAND**) position.
- Hold each movement (except the **Flips**) until you choose a different move.
- Go into the landing position before you hit the ground or you'll Fall.

SCORES
The score is based on both style and difficulty, and is displayed after you land. The maximum is 10 points.

DIFFICULTY is judged by the number of different manoeuvres performed in mid-air. Any combination of movements can be mixed together for a total count for the most points. Points will be deducted for awkward movements. Watch your landing! If you fall you won't receive a score.

STUNTS	POINTS
1 Stunt	6.3
1 Flip	7.2
2 Stunts (Same)	8.7
2 Flips (Same)	9.2
2 Stunts (Different)	9.6
1 Stunt and 1 Flip	10.0
2 Flips (Different)	10.0

● 1.4 point penalty for each awkward movement.



Ski Jump

Every gust of wind chills your body as you look down from the top of the jump tower to the runway far below. The judges and spectators look like insects from this height. GO! Your coiled body lurches forward and suddenly you're in another world!

You crouch down low, in a tucked position, to accumulate as much speed as possible. At the takeoff, you leap out, push up, and lean forward, over the edge of your skis to reduce wind resistance and increase the length of your jump.

- Press the **FIRE** button to begin your approach.
- When you reach the takeoff point, press the **FIRE** button.
- In the air watch the upper right-hand corner of the screen for faults. Correct faults quickly to get maximum style points and distance.
 - If your knees are **BENT**, move the joystick **UP** to correct.
 - If you're **TOO FAR FORWARD**, move the joystick **LEFT**.
 - **TOO FAR BACK**, move the joystick **RIGHT**.
 - **SKIS CROSSED**, move joystick **DOWN**.
- If you don't correct your faults in time, your Ski Jumper's wild antics will cause wind resistance and lose style points.

Ski jump scores are based on distance and style.

DISTANCE is based on the timing of the takeoff, and the aerodynamics of the jumper in the air.

STYLE: You'll get more points if you recover quickly from faults and don't fall.

SCORES:
Your maximum is tallied by multiplying your **DISTANCE (x) 3 (+) STYLE POINTS**. A respectable **Ski jump** score would be a flight of 69 meters and 20 style points for a total of 227 points.



Biathlon

Race over a cross-country track on skis with a 2.2 calibre rifle slung over your shoulder. You have only a few cartridges to fire at the required targets, so steady your sights and develop an eagle eye before you fire away!

- Press the **FIRE** Button to start cross-country skiing.
- Move your joystick left and right to move your skier's legs steady, rhythmic kicks and glides.
- On **LEVEL GROUND**, keep up a steady pace by moving your joystick back and forth.
- For **UPHILL** terrain, move the joystick faster to increase speed.
- **DOWNHILL** stretches go fastest if you use the double-pole technique. Pull the joystick down when the skier's hands are in front, to get maximum push down the slope.
- **SHOOTING:** You are issued **five** cartridges to shoot at **five targets**, and every miss is a 5-second penalty. The gun must be loaded and the shell ejected after each shot. Pull the joystick **BACK** to open the gun chamber. Push the joystick **FORWARD** to load the shell. Push the **FIRE** button to shoot. Repeat for the next shot. The skier's heart rate affects your accuracy – so cool down, and take careful aim before you fire!
- The winner or highest score is the skier with the fastest total time.



Bobsled

Prepare to career down a track of solid ice – while you crouch in a precision-built machine of steel and aluminium. You'll fly around hair-raising turns, then plummet down the bumpy straightaways at speeds exceeding 90 miles per hour!

- Press the **FIRE** button to begin the race.
 - Move the joystick left and right to guide your sled.
- HINTS:** Steer hard! To avoid capsizing at the turns, try to anticipate the pull of centrifugal force, and steer hard in the opposite direction.
- Watch your speed. The faster you go, the harder you have to steer to keep plummeting toward the finish.
- Learn the course! An intimate knowledge of the course is important, so you learn the best position to take each corner.
- The winning bobsled's score is based upon the fastest time through the track.

Scoring

Awards Ceremony

After every event the names and scores of all competitors are listed in the order they are placed. The name of the Gold Medal winner appears at the top of the screen.

Champion Ceremony

If players compete in all WINTER GAMES events, a Grand Champion of the games is selected based on the number of points awarded.

Gold Medal = 5 points
Silver Medal = 3 points
Bronze Medal = 1 point

The points are totaled after all events have been completed, and the player with the most points is honoured as the Grand Champion.

World Records

If a World Record is achieved in any event, the name of the record-breaking players is saved by the WINTER GAMES program. The records are displayed on the World Records screen. If a new record is set for an event, the previous record is erased and the new information appears in its place.

How did Winter Sports begin?

Skiing, skating and sledding began centuries ago as fun and practical ways for people to move across snow and ice.

Skiing

The earliest skis may have existed about 4,000 or 5,000 years ago in Scandinavia. Ski bindings were invented in the 1860's by Sondre Nordheim, of Mordegal, Norway.

Once skiers could slip the toes of their boots into Iron pieces, then fasten their heels with straps or springs, they gained much more control of their long wooden slats – and they could move with breathtaking speed, Norwegian emigrants pioneered the sport all over the world.

Skating

Skating began around 1000 B.C. Before the Iron Age, Nordic people made skates from elk, ox and reindeer bones. In fact, anthropologists have discovered bone skates they believe to be at least 20 centuries old! Since the Middle Ages, people have skated on canals in Holland, ice skating was a very fashionable recreation in the French court in the 1770's, when Marie Antoinette was an avid enthusiast.

Sledding

Primitive sleds were used for transportation before 3,000 B.C. in Northern Europe. The American Indians tied poles together with thongs to carry loads over snow.

The thrill of riding a speeding sled down a steep hill caught on in the 1500's in Germany, when people rode toboggans over snowy hillsides. Sledding became a real sport when British and American tourists starting racing sleds down snowbound mountain roads in the European Alps in the middle of the 19th Century. Bobsled races developed in the 1880's in Switzerland.

The Winter Olympic Games

The first WINTER GAMES were held at Chamonix, France in 1924, when they were accepted as a celebration comparable to the Summer Games and given the official blessing of the International Olympic Committee. Since then, the WINTER GAMES have been held at the following locations:

WINTER OLYMPIC GAMES			
Date	Place	Date	Place
1924	Chamonix, France	1960	Squaw Valley, California
1928	St. Moritz, Switzerland	1964	Innsbruck, Austria
1932	Lake Placid, New York	1968	Grenoble, France
1936	Garmisch, Partenkirchen, Germany	1972	Sapporo, Japan
		1976	Innsbruck, Austria
1948	St. Moritz, Switzerland	1980	Lake Placid, New York
1952	Oslo Norway	1984	Sarajevo, Yugoslavia
1956	Cortina, Italy	1988	Calgary, Ontario

Winter Games for the Amstrad was converted by Ocean Software Limited in association with Sentient Software.

Screen Graphics by David Thorpe.

Produced by Jon Woods



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WINTER GAMES